

A VIDEO GAME CARTRIDGE FROM
 PARKER BROTHERS

ASTROCHASE

TM

FOR THE ATARI 5200TM GAME SYSTEM

ASTRO CHASE is a registered trademark of First Star Software, Inc.

© 1983 First Star Software, Inc. Designed by Fernando Herrera.

Under license from First Star Software, Inc.

Rules © 1983, Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

OBJECT

Your mission is to save the planet earth from total destruction! To do it, you must eliminate all 8 mega mines now approaching earth—just one will shatter the earth like glass! And while you're blasting mega mines, you must also destroy a barrage of enemy ships as they chase you to the ends of the galaxy! The larger your conquests—the bigger your reception upon returning home! Good luck with your mission!

SETTING THE CONSOLE CONTROLS

1. Place the cartridge firmly into the cartridge slot at the top of the Atari 5200 unit.
2. Press the **ON/OFF** switch to **ON**.
3. Once the initial animation scene has ended, press down the **#** button located on the joystick controller

to choose the Chase or skill level desired. The numbers will appear at the bottom, left-hand side of the screen. You must press the **#** button each time in order to advance to the next Chase. **NOTE:** You cannot select Chase 25 through 34. You must survive Chase 24 to be awarded the opportunity to play Chase 25 or higher. If you lose at any Chase past 24, the game will automatically return to Chase 23.

4. To begin playing, press down the **START** button on the joystick controller.

THE JOYSTICK CONTROLLER

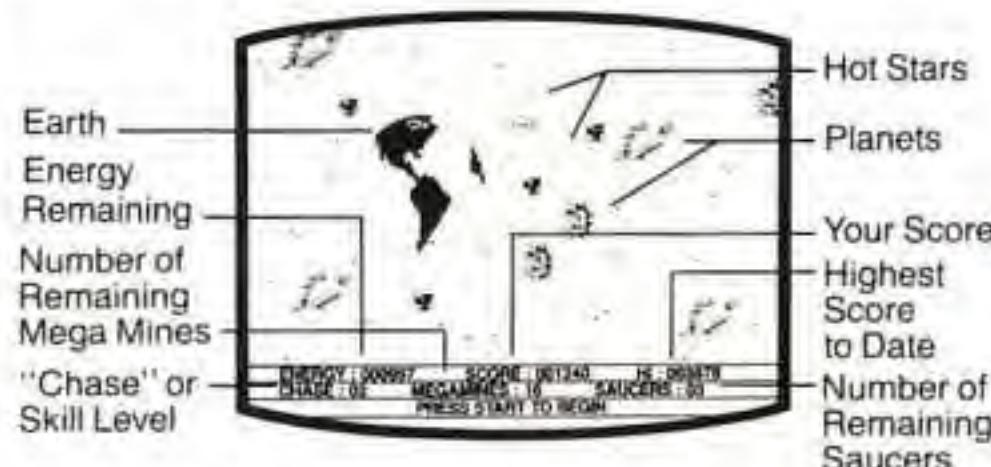
Plug the joystick controller firmly into the Atari 5200 unit at the jack labeled "No. 1."

Use your joystick to navigate your ship in any direction—left, right, up, down, or diagonally. Press the lower **FIRE** buttons on either side of the joystick controller to shoot lasers at attacking enemy ships or mega mines. Holding down the **FIRE** buttons lets you fire in rapid succession.



PLAYING

The following illustrates all the situations which may appear on the screen during the game:



Each time you begin the game for the first time, or begin a new Chase **after** the earth has been destroyed, you receive 3 saucers, each having 1,000 units of energy.

FORCE FIELD

The galaxy is surrounded by an invisible (and inescapable!) force field. Its perimeters are defined by the 4 Energy Generators located in the four furthermost corners of space, and by the 8 Shield Depots located across the top, sides, and bottom of the field. If you hit the Force Field, the galaxy sparks—you lose energy—but bounce back. You can, however, shoot through the Force Field and destroy enemy ships or Mega Mines.

SHIELD DEPOTS

To activate your shields and become invulnerable to all enemy blasts and ramming, simply fly through one of the 8 Shield Depots. You will hear a short musical cue and your saucer will begin to flash. Now, if you ram an enemy ship, or if one rams you, it will automatically be destroyed. The shield lasts for approximately 10 seconds and you will use 100 units of energy upon activating it.

ENERGY GENERATORS

There is an endless supply of energy available from the 4 Energy Generators located just within the four corners of the Force Field. To reenergize, simply fly through one of the generators. Each horizontal pass through it gives you 12 additional units of energy. Each vertical pass through a generator gives you 24 additional units of energy. **NOTE:** For each second of saucer flight time, and for each single blast of your laser, you use 1 unit of energy. You also loose energy when your saucer bumps into hot stars and planets. When your energy level drops to 300 units, a warning will flash on the screen. Use all your energy and your saucer blows up! **NOTE:** When you have run out of energy, the energy displays on the screen will show an abnormal reading, such as 999999.

LASERS

To fire lasers, simply hold down the **FIRE** button on the joystick and simultaneously move the joystick in the direction you want the laser to shoot.

SINGLE THRUST PROPULSION™

This special game feature lets you lock your saucer on course, at a constant speed, and simultaneously continue to shoot in any direction—regardless of the direction of travel. To fly, simply tap the joystick in the direction you wish to head. Then, by holding down the **FIRE** button, you will continue flying in that direction, but will be able to direct your missiles by moving the joystick.

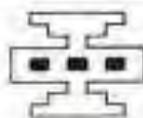
SCORING

Destroying Enemy Ships:



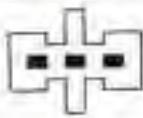
Ramatrons ... 10 points

Characteristics: They ram only, and cannot go through planets. They are slower than jets.



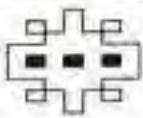
Ramalons ... 20 points

Characteristics: They can ram only, but can go through planets.



Firetrons ... 50 points

Characteristics: They ram and fire lasers, but cannot go through planets.



Firelons ... 60 points

Characteristics: They ram and fire lasers, and can go through planets.



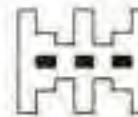
Ramatron Jets ... 30 points

Characteristics: They ram only, but cannot go through planets. **ALL JETS HAVE DOUBLE SPEED.**



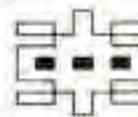
Ramalon Jets ... 40 points

Characteristics: They ram only, and can go through planets.



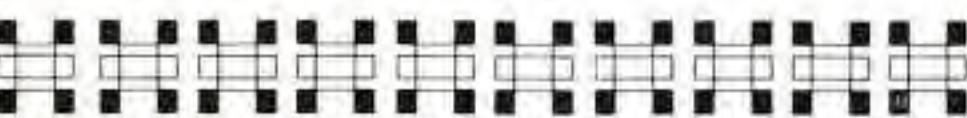
Firetron Jets ... 70 points

Characteristics: They ram and fire lasers, but cannot go through planets.



Firelon Jets ... 80 points

Characteristics: They ram and fire lasers, and can go through planets.



Destroying Mega Mines:

Each Mega mine is worth 3 times the point value of the type of enemy ship appearing in that "chase."

EX.: In Chase 1, Ramatrons worth 10 points each are the attacking fighters. Therefore, each Mega mine destroyed is worth 30 points (3×10 points).

Bonus Saucers:

Whenever you successfully complete a Chase, you will be awarded 2 bonus saucers, each with 1,000 units of energy.

Remaining Energy:

When you survive a Chase, the energy remaining in your saucer is converted into points and added to your score.

SPECIAL JOYSTICK CONTROLS

"Pause" Button

While your saucer is moving, depress the "Pause" button on the joystick controller and the action will pause. To begin the action, simply press the "Pause" button again.

* Button

At any time during the game, while your saucer is moving, you may abort your mission by pressing down the * button on the joystick controller. You may then press down the "Start" button to begin the preceding Chase again, or depress the # button to choose another Chase, and then press the "Start" button to begin playing. **NOTE:** Whenever you abort your mission, you will lose all your bonus saucers and points accumulated to this point.

"0" Button

At any time during the game, if you wish to eliminate the music, and hear only the battle sounds, press down the "0" button on the joystick. To restore the music, simply press the "0" button again.

Reset Button

The Reset button will restart the game beginning with the animation sequence. The high score will be lost.

END OF GAME

The game ends when you lose all of your saucers, or a mega mine reaches the earth and blows it apart! Press the **START** button to begin again.

STRATEGY TIPS AND SERVICE INFORMATION

If you would like strategy tips on **ASTRO CHASE** or have any questions or comments about this game, or other Parker Brothers software, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Australia and New Zealand: Toltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

In Canada: Parker Brothers, P.O. Box 600, Concord, Ontario, Canada L4K 1B7.

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester, LE6 2DE England.

If you should have any difficulty operating or playing **ASTRO CHASE**, call our Electronic Service Department at these toll-free numbers:

1-800-892-0297

In Massachusetts:

All other states (except Alaska, Hawaii, or Canada)

1-800-225-0540

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon. - Fri. (excluding holidays).

180-DAY LIMITED WARRANTY

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. Proof of Purchase: The retail sales receipt or other proof of purchase must be provided.
2. Proper Delivery: The product must be shipped prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. Unauthorized Repair, Abuse, etc.: The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or

repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED, AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

 PARKER BROTHERS